SNS-AX-USA

KONAMI

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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CONGRATULATIONS!

You now own the D117B Axelay fighter for your Super NES™. But hold on, hot shot. You've got a lot to learn before you jump in the cockpit. So read on.

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YOU'RE IN A WORLD OF HURT.

Things are looking bad for a peaceful cluster of worlds in the Illis solar system. One of their reconnaissance satellites has picked up an evil presence 1.2 light years away - and it's drawing closer. The dark Armada of Annihilation pulses forward, devouring all the planets in its way, their vast array of weaponry poised and ready for any massive army that may try to stop them. However, it may not be a large force that can defeat them, but rather a force of one.

HOW TO PLAY

Get into your flame retardant combat suit, strap into the cockpit of the Axelay stratafighter, and stand by to launch into six sanity crushing worlds. And they're all occupied by the Armada of Annihilation. You need to go in and recapture Axelay's secret weapons taken by the enemy. If you happen to escape with your life, an evil mega machine waits for you at the end of each stage. It's enough to give you terminal space sickness.

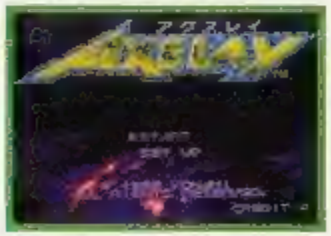
YOUR PRE-FLIGHT CHECKLIST

Insert the game pak into your Super NES.™ Turn on the power. When the Title screen appears, you will have two choices: START and SET UP.

1. START: Press this when you want to go directly to the Weapon Select screen.

2. SET UP: Using your CONTROL PAD, you can adjust the following:

- **CONTROL SETTINGS:** You can change your buttons for Shot, Missile, Arm Change R, or Arm Change L.
- **TRIGGER SPEED:** Continuous firing speed can be adjusted at five different levels.
- **LEVEL:** The difficulty level can be changed to EASY, NORMAL or HARD.
- **SOUND:** Pick either STEREO or MONAURAL.
- **BRIGHTNESS:** Can be adjusted at five different levels.
- **EXIT:** Use to exit Set Up screen.



CHOOSING YOUR ARMAMENT

Select the type of weapon using the Left/Right keys, and press the START button to enter. You're automatically armed with three weapons in stage 1: STRAIGHT LASER, ROUND VULCAN, and MACRO MISSILE. As you progress in stages and recapture the arsenal, you will have a larger option of weapons. Axelay's arsenal and capabilities are as follows:

AIR TO AIR

STRAIGHT LASER

High caliber gun. 5020 rounds per minute. Medium power. (Available from 1st stage)

ROUND VULCAN

360-degree attack radius. Medium power. Hold button down to attack frontal positions. (Available from 1st stage)

NEEDLE CRACKER

Multiple direction, high power, heat seeking laser. (Available from 3rd stage)

MORNING STAR

Destructive photons revolving around Axelay by centrifugal force. Low power. Hold button down to increase the Morning Star's radius. Release the button to shoot the photons. (Available from 5th stage)

AIR TO GROUND

MACRO MISSILE

Highly destructive. Destroys enemy and nearby surroundings. (Available from 1st stage)

EXPLOSION BOMB

Extremely potent form of radioactive acid, burning all it comes into contact with. Highly destructive. Most effective against enemies in hidden above-ground fortresses. (Available from 2nd stage)

CLUSTER BOMB

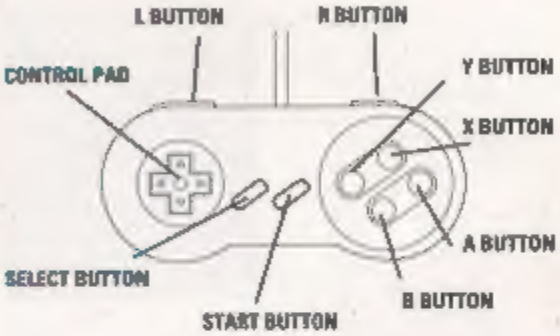
Zero propulsion, direct drop weapon. Annihilates enemies on impact. Highly destructive. (Available from 4th stage)

WIND LASER

For consecutive ion propelled lasers. Changes direction depending on enemy location. Highly destructive. (Available from 6th stage)

CONTROLLING YOUR AXELAY

When you're under heavy enemy fire, you must instinctively know what all your controls are:



START BUTTON

Press to start or pause game.

CONTROL PAD

Press to guide your ship.

B BUTTON

Press to fire air to air missiles.

A BUTTON

Press to fire air to ground missiles.

L AND R BUTTONS

Weapon selection button.

Y, X AND SELECT BUTTONS

Not used.

NOTE: The functions of the A, B, L, R, X, and Y BUTTONS can be changed in the SET UP mode.

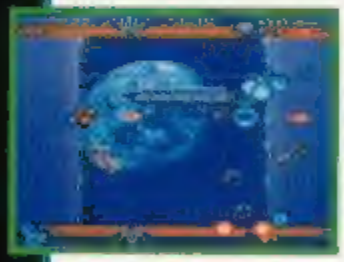
WORLDS OF WAR

Your one warrior conquest will cover six war torn worlds.

Your mission: Conquer each planet and recapture the secret weapons of Axelay.

CUMULUSES

A planet covered in clouds. Due to its low gravitational force, the Armada of Annihilation is able to build a vast floating fortress as its front line of defense.

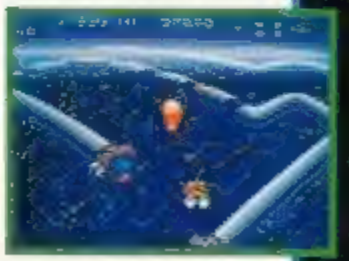


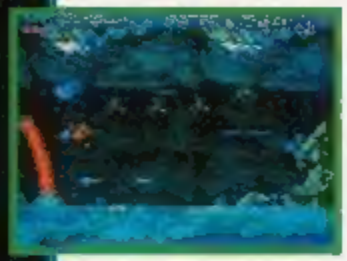
TRALIEB COLONY

This planet once contained an Illis Defence Forces research facility where new weapon development took place. After it was overrun by the Armada of Annihilation, the research facility was used to build an evil array of weaponry.

URBANITE

The entire population of this planet was enslaved by the Armada of Annihilation. The reason for attack on this peaceful world is unclear other than the fact that the Armada is a merciless force.



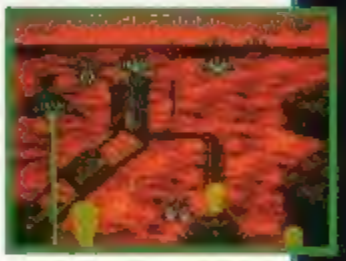


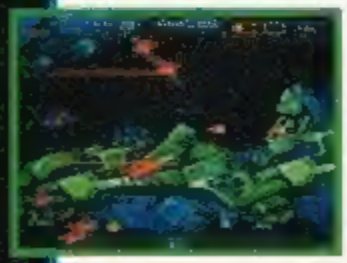
THE CAVERN

Once a beautiful planet covered with plant life, its temperature, water, and life forms have been effected by radiation seeping from Armada weapons plants.

SECTOR 3 LAVA PLANET

Once a planet with an active volcano, the Armada of Annihilation built a plant to harness the energy. As a result, the planet's core split and flooded the surface with lava.





THE ARMADA OF ANNIHILATION'S FORTRESS

This is the heart of the dark empire. It is thought to be heavily fortified with exotic weaponry. But no one knows for sure because anyone who has been inside has never escaped alive.

STAGE TERMINATORS

THE ARACHNATRON
Engineered to intimidate the enemy so much that they freeze up from fear.

T-36 TOWBAR
Designed for maximum destructive power, the T-36 Towbar has a forward mounted two megaton cannon and laser that disintegrates anything upon contact.

REGENERTOID
An ominous machine that grows when attacked. It has never been defeated.

AQUADON
A nearly impenetrable, floating fortress of devastation. It covers its enemies in a hail of lightning.

WAYLER
The Wayler is a ruthless freak of nature composed of lava and metal. If his fireballs don't get you, his punishing fists will.

VEINION
There is no data on this life force. You will be the first to know what horror it's capable of.

ASSORTED ARMADA ARMAMENTS

BOMAN
Large fighter equipped with two remote controlled satellites.

BYTREX
Short distance attacker armed with missiles and an energy laser.

STROPOFORE
Unusual aquatic insect. Defects in its DNA structure have prevented it from metamorphosing.

POLARIS
Medium sized anti-aircraft weapon. Pods open on both sides to release psycho sanders.

SEXTANT
Medium sized battle satellite that puts up a rock solid shield and fires an extremely powerful laser.

GRAVITRON
Ultra high speed combat bomber. Circles above enemies and drops anti-gravitation mines.

NOTES

NOTES

Konami Game Hint and Tip Line: 1-900-896-HINT (4468).

70¢ per minute charge. Minors must have parental permission before calling. Touchtone phone required. Konami Warranty Services Line: 1-708-215-5111.

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Konami, Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

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